

The Telekinetic's Handbook





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Credits

Author: Amber Underwood

Creative Director: Adam Meyers

*Interior Art: Gennifer Bone, Gary Dupuis, Matt Morrow,
Michael Scotta, Frank Turfler Jr.*

Cover Art: Gennifer Bone

Layout: Rachel Meyers

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Chapter 1

Introduction

Gerroc did not count himself among the very brave of the world, nor the very wise. The brave tended to die young in Gerroc line of work, while the wise usually avoided things like thieving and adventuring to begin with. If there was one word that Gerroc would have readily used to describe himself, it was 'careful'. Where another thief might have been tempted by the promise of a large reward, Gerroc never did anything unless he was bloody-well sure that he wouldn't get in over his head. Gerroc was an orc who knew his own limitations, and while his careful approach to life hadn't made him rich, it had certainly kept him alive.

Which was why, when he found himself late one night being chased through the streets of the Demonshire district by a wizard summoning and hurling swords at him with magic, Gerroc had a hard time not believing it was all some sort of cosmic joke; a prank some Divine or another was playing on him to pass their time.

Ducking quickly as a goblin shortsword sailed overhead, Gerroc turned down a side alley and sprinted as fast as he could. For a second it looked like he might put enough distance between himself and his attacker to escape, but something passed overhead and Gerroc leaped out of the way as an enormous six-foot sword came spinning down from above, imbedding itself into the ground where Gerroc had just been standing.

Gerroc was much faster than the old man chasing him, but the constant dance of ducking, jumping, and spinning to avoid the flying blades meant that he could never get enough distance between himself and his pursuer to truly escape. In filth-ridden Demonshire in the middle of the night, the unspoken rule was not to get involved in other people's trouble; unless Gerroc stumbled upon a Hound out on a late-night patrol, there was also little hope that anyone would try to stop the onslaught.

Gerroc leaped to his feet and was about to charge his way past when the six-foot sword dislodged itself and came at him, swinging from side to side as if wielded by an invisible swordsman. From behind, Gerroc heard the unmistakable click of wood on stone that announced the arrival of his pursuer.

"Evil thieves," the old man muttered, wheezing from the chase. "Give it us back the treasure, evil thieves! Give it us back the treasure!"

"I don't have it!" Gerroc yelled for perhaps the dozenth time, and he truly didn't. While the old man had presented a tempting and low-risk target for Gerroc's fast fingers, the minute he'd realized what sort of man he was robbing, Gerroc had broken into a run and thrown the

man's purse back behind him to avoid the wizard's wrath. Either the wizard hadn't seen Gerroc throw the purse in the dark, or the contents of the purse were so valuable that the old man didn't think he had time to check and see if Gerroc hadn't slipped something into his pocket before leaving the rest behind. Or, Gerroc thought begrudgingly after noticing the wizard's constant mumbling, maybe the old man was simply too bloody insane from a lifetime spent breathing in mercury vapors and magical compounds that he didn't even realize what he was doing anymore.

The sword made a quick cut for Gerroc's leg, slicing easily through clothing and flesh. Gerroc screamed and spun to the side, hobbling on his good leg, his eyes searching for an escape route. He looked from the twirling blade, to its fellows descending on him from above, to the wizard himself, still muttering under his breath as he leaned on his staff.

Gerroc cursed himself. It was a sad day when the only course of action careful, sensible Gerroc could think of was something suicidally-idiotic.

Favoring his good leg as much as possible, Gerroc turned and charged toward the old man, his hands digging through the pouches on his belt. When Gerroc saw the old man's hand raise and point directly at him, Gerroc pulled out a small sphere and hurled it at the ground, where it exploded into thick, black smoke. Gerroc surged to the side, and felt the passing of cold steel and something hot as the wizard's swords and spell passed through where he had just been. Reaching into his pouches one more time, Gerroc extracted a large piece of paper, one side covered by a second waxed-paper covering. Grabbing it with both hands, Gerroc ripped the waxed covering off to expose a sticky residue underneath.

The paper itself was designed for breaking glass; by sticking the paper against a window or casing, a thief could break it with a much more muffled crash, and without the tinkling of falling glass shards on the floor. Praying it would work, Gerroc leaped from the smoke, catching only a glimpse of the wizard's startled expression before slamming the paper onto his face.

The old man let out a muffled cry, his hands ripping at the paper while his flying swords came swinging in, desperately searching for the foe the wizard could no longer see. Gerroc grabbed the old man and, muttering a few choice words at both the wizard and himself, threw the wizard as hard as he could straight forward at the swirling blades. There was a clang of metal on metal as the wizard realized, too late, exactly where he was going and tried desperately to pull the magical swords away in

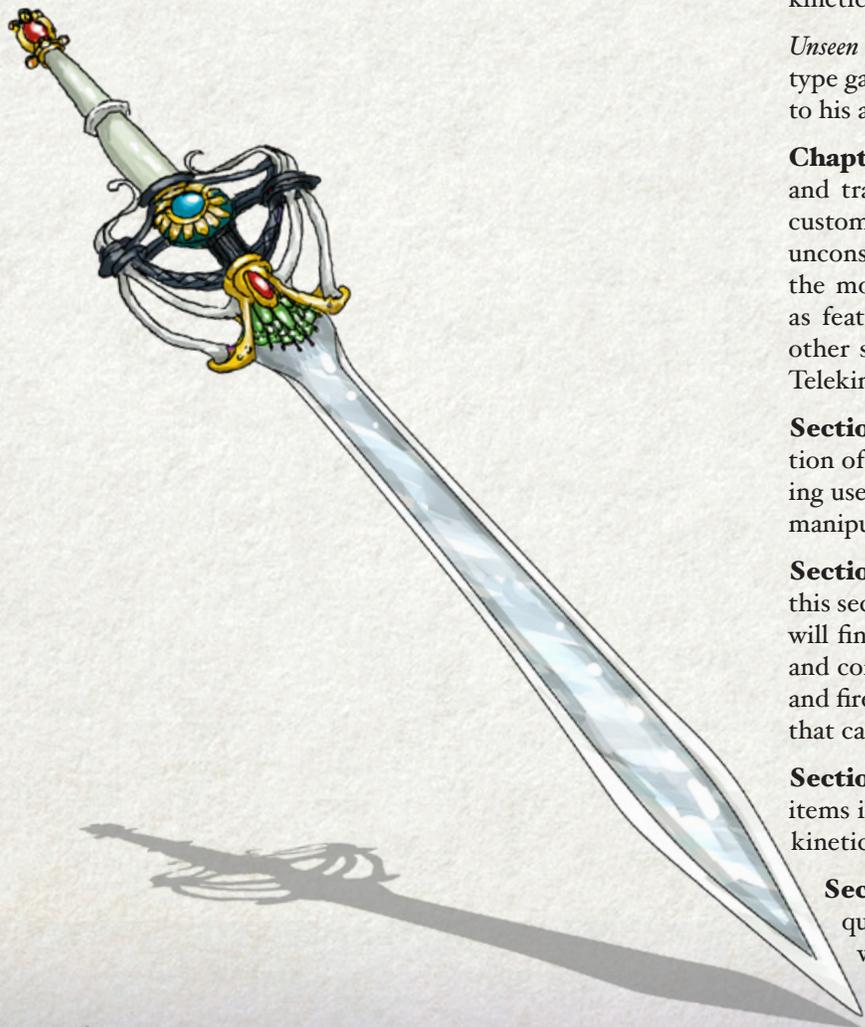
time. However, the wizard simply had too many swords, and before they could be completely removed the wizard landed squarely on the six-foot sword, the blade piercing his abdomen straight through to the other side.

The blades hovered in the air, as if unsure what to do. Then, one by one, they fell to the ground with a clatter. The last to fall was the six-foot sword, the wizard sliding off it as it drooped more and more towards the ground.

Now he'd done it. Not even murder could go completely ignored in the streets of Demonshire, and even if there had been witnesses to testify Gerroc had killed in self-defense, he couldn't imagine the Hounds would care much, not with someone they were already as well 'acquainted' with as Gerroc. Besides, a wizard this powerful surely had friends, students, or debt-collectors who would miss him. So much for being careful.

Gerroc spent a moment to catch his breath, then stood up and bobbled toward the wizard's body. Gingerly, he picked up the wizard's staff where it had fallen. If Gerroc needed to run or hide for a while, the staff might fetch enough of a price to pay his way, and anyway, he needed something to help him walk. He supposed he should find someone to tend his wound, but first things first.

He was going to go back and see what was in that bloody pouch.



Plant your feet on the ground and feel the earth beneath you. Open your hands and let the wind flow across your fingertips. Sense the limits of your body, the confines where it ends and the world begins. Ask then: where are the ends of your thoughts, what restraints can you feel upon your mind?

-The First Question, from Questions of the Blue-Tongued Sage

The Telekinetic Handbook is a supplement for *Spheres of Power*, a magic system released for the Pathfinder Roleplaying Game. This book is specifically an expansion of the Telekinesis Sphere, providing new magic talents, feats, rituals and other options designed for telekinetic characters, even those who are not *Spheres of Power* spellcasters.

Navigating this Book

Chapter 2 - Archetypes: This section is devoted to new archetypes with telekinetic themes.

Electrokinetic: This elementalist archetype wields electricity and magnetism to master the Destruction and Telekinesis spheres and use them as a seamless whole.

Hekatonkheires: Some symbiats express the monstrosity of their fused aberrations by manifesting countless telekinetic limbs.

Soaring Blade: This weapon focused armorer is a master of telekinetic combat, wielding entire arsenals at once.

Unseen Horror: A thaumaturge with the unseen horror archetype gains a lurking servant that manipulates the environment to his advantage and to suit his whims.

Chapter 3 - Player Options: Section three covers new feats and traits for the telekinetic to allow for further character customization. This section introduces Protokinesis feats, unconscious and instinctive telekinetic powers set apart from the more conscious magic of the Telekinesis sphere, as well as feats that combine uses of telekinesis with the magic of other spheres and feats that further hone the powers of the Telekinesis sphere itself.

Section 4 - Basic Magic: Here you will find a wide selection of new talents for the telekinesis sphere, improving existing uses of telekinesis and adding new options such as gravity manipulation.

Section 5 - Advanced Magic: New advanced talents fall into this section, along with new rituals and incantations. Here you will find advanced talents that allow your characters to crush and control their enemies, affix objects permanently in space, and fire a telekinetic railgun, new utility rituals, an incantation that can create flying islands, and more.

Section 6 - Equipment: New special materials and magic items inspired by telekinesis powers or that are useful to telekinetic characters can be found in this section.

Section 7 - Telekinetics in Depth: Answers to countless questions and specific details on uses of telekinesis along with quick reference charts for object size and density are contained in this section.

Chapter 2

Archetypes

Give a man a hundred tools and he will need a hundred-and-one. Hand a man a thousand tools, and he will need a thousand-and-one. No tool is ever too precise, and there is no end to innovation or desire.

*-An excerpt from Scholar Radha's *The Forms of Magic**

Electrokinetic (Elementalist Archetype)

All know the destructive and offensive capabilities of lightning, but a skilled wielder of electricity comes to learn its full potential and a much wider array of uses. The electrokinetic is a master of electricity and electromagnetism, using her favored element both as a weapon and a tool.

Electrokinesis: An electrokinetic gains the Destruction sphere, the Telekinesis Sphere, and the Electric Blast Destruction talent as bonus magic talents, but also gains the Energy Focus (electric blast) and Limited Telekinesis (metal objects) drawbacks without gaining bonus talents from them. If the electrokinetic already possesses the Destruction sphere or the Telekinesis sphere, she does not gain those spheres but also does not gain their connected drawbacks. If she already possesses the Electric Blast talent, she gains one free magic talent of her choice. She uses her class level as her caster level when using a destructive blast to deal electricity damage and when using telekinesis on metal objects.

This ability replaces Weave Energy.

Electrokinetic Stunts: An electrokinetic can select electrokinetic stunts for which she qualifies in place of elemental bonus feats. All stunts are supernatural abilities. Unless otherwise specified an electrokinetic may only select any given electrokinetic stunt once.

Bioelectric Manipulation (Su): You may treat living creatures as metal objects for the purposes of your *telekinesis* and electrokinetic stunts.

Electric Charge (Sp): When you use your telekinesis to attack a target with a metal bludgeon, you may spend a swift action to affect that target as if they had also been struck by your *destructive blast*, including any (blast type) talents, additional talents and spell points that you apply to it. This *destructive blast* must deal electricity damage, and cannot have a (blast shape) talent applied to it.

Electroreception (Su): You can sense electricity around you, including bioelectricity. You gain blindsense 60ft, except you can only sense sources of electricity and living creatures, and do not require line of effect to sense these things with your blindsense.

Electrotherapy (Su): By modulating the electricity always coursing through you, you can heal yourself faster. Your natural healing rate for hit points and ability score damage doubles, and you also double any healing from the Treat Deadly Wounds and Long-Term Care uses of the Heal skill. In addition, after a night of rest you may remove a single point of ability drain from one ability score, or two points after a day of complete bedrest.

Lastly, whenever you would take ability damage or ability drain, reduce the damage by 1, to a minimum of 1.

Horizon (Su): You learn to stretch the limits of your electrokinetic power, reaching further with it. When you use a *destructive blast* that deals electricity damage (or sonic damage if you possess the Thunderclap feature) or you use *telekinesis* on a metal object, increase the range of the effect by one step (Close to Medium, Medium to Long). This stunt cannot extend the range of these effects beyond Long range. This may be taken multiple times.

Lightning Circuit (Su): Once per round when you would resist electricity damage with Elemental Defense you may redirect the electric charge as a ray, firing it back at its source as a

ranged touch attack with a range equal to your *destructive blast* range. If the ray hits it deals damage equal to the damage resisted by Elemental Defense.

Particle Blade (Sp): As a swift action you can form a sharp, flexible weapon out of dust, sand and grit, drawing out metallic particles and accumulating others with static. This particle blade is either a light melee weapon or two handed melee weapon, chosen when you form it. It deals slashing damage equal to 1d6 per odd electrokinetic level.

The particle blade immediately dissipates if removed from your hand.

Wall Bind (Sp): As a standard action, you can pass a looping electric current through an object or creature that binds it to

a surface. This effect has the same range as your *telekinesis* and suffers the same size restriction, and the target must be touching a wall or floor. The target must make a Reflex save (DC 10 + 1/2 electrokinetic level + casting ability modifier) or become entangled and anchored in place for a number of rounds equal to your casting ability modifier (minimum of one). An entangled creature can attempt to move by making a Strength or Escape Artist check equal to the Reflex DC at the beginning of their turn. On a success they can move for that turn, but remain entangled so long as they remain in contact with a wall or floor.

Favored Element (Su): An electrokinetic must select electricity as her favored element at 3rd level. At 9th and 15th level her bonus damage increases as normal, but she does not get to select additional elements.

This ability alters favored element.

Elemental Defense (Su): At 5th level, the electrokinetic gains resistance 10 to electricity and sonic. At 11th level, this resistance increases to 15. At 17th level, this resistance increases to 20. When you gain Elemental Body at level 20, this resistance increases to 25.

This ability alters elemental defense.

Thunderbolt Wings (Su): At 7th level, an electrokinetic gains a 20 ft fly speed with average maneuverability. At levels 13 and 19, the electrokinetic's fly speed increases by 20 ft and her maneuverability improves by one step.

This ability replaces elemental movement.

Thunderclap: At 9th level electrokinetic gains Thunder Blast as a bonus magic talent if she does not already possess it, and may use her class level as her caster level when making *destructive blasts* that deal sonic damage. If she already possesses the Thunder Blast talent, she may select any other talent from the Destruction sphere instead.

An electrokinetic with the Energy Focus (electric blast) drawback may make *destructive blasts* that deal either electricity or sonic damage.



Hekatonkheires

(Symbiat Archetype)

The eldritch entities of the outer realms are myriad and countless, and many of them express their monstrosity in countless alien limbs, from elongated multi-jointed arms to twisting tentacles. Some symbiats come to express this side of their aberrant symbiote, turning their mental prowess towards an arsenal of telekinetic limbs. Those who can see magic perceive the telekinetic powers of the hekatonkheires as thousands of ghostly arms.

Telekinetic Might: A hekatonkheires gains the Telekinesis sphere as a bonus magic talent, and uses her symbiat level as her caster level with the Telekinesis sphere. This stacks normally with caster levels gained from other sources.

This ability replaces Mental Powers.

Thousand Unseen Hands (Su): At 1st level a hekatonkheires gains Mind Limb as a bonus feat, except she gains two limbs instead of one. She may use both of them as part of the same swift action, and both are capable of holding and manipulating items. In addition, her mind limbs add 5 ft to their reach.

This ability and its following improvements replace Psionics.

At 3rd level a hekatonkheires can use her mind limbs to attack. She treats them as two secondary tentacle attacks that deal 1d4 slashing damage, and uses her casting ability modifier instead of her Strength modifier on attack and damage rolls with these tentacle attacks. Her tentacle attacks possess reach equal to her mind limbs. A mind limb that is holding an object cannot be used to make a tentacle attack. Unlike most natural weapons, increased size does not improve the damage die of these tentacles.

At 6th level the mind limbs grow stronger and more capable. While they cannot be used to make additional attacks (except as tentacle attacks), they may be used to wield weapons and shields and activate magic items, though they must take the normal action required to use these items and cannot effectively utilize them as a mind limb's swift action. In addition, her tentacle attacks now deal 1d6 damage instead of 1d4.

At 9th level a hekatonkheires gains two additional mind limbs. She may still only use two of her mind limbs as a single swift action, but may choose to use any two, and each arm is equally capable of manipulating objects. She now has four tentacle attacks.

At 12th level a hekatonkheires adds an additional 5 ft to the reach of her mind limbs, and increases the damage of her tentacle attacks to 2d6.

At 15th level, a hekatonkheires gains six additional smaller mind limbs. These limbs do not gain any of the normal bonuses from the Thousand Unseen Hands feature (such as additional

reach or the ability to manipulate weapons and shields), but they may perform certain actions as swift actions as described in the Mind Limb feat. You can still only use a limited number of mind limbs as a single swift action, but three of these smaller limbs count only as a single limb- allowing you to activate two stronger mind limbs, one strong mind limb and three smaller mind limbs, or six smaller mind limbs as a swift action.

At 18th level the mind limbs gain a +6 enhancement bonus to their effective Strength, increasing carrying capacity with them and adding +3 to attack and damage with the natural weapons they provide. A hekatonkheires now deals 3d6 damage with her tentacle attacks.

Independent Mind: At 20th level, a hekatonkheires uses a free action instead of a swift action to use her mind limbs (including the six smaller limbs gained at level 15). She may only use each limb once per turn, but may use each limb individually at any point during her turn.

This ability replaces Greater Psionics.

Soaring Blade

(Armorist Archetype)

An armorist who takes to heart that the battle is not won through strength of arm, but by skill and strength of mind accepts the first tenet of the path of the soaring blade. By mastering telekinesis alongside the magic of an infinite armory, the soaring blade becomes a one man army.

Weapon and Armor Proficiency

A soaring blade is proficient with simple and martial weapons and light armor.

This replaces the normal armorist weapon and armor proficiency.

The Soaring Blade: A soaring blade gains the Telekinesis Sphere as a bonus talent and uses his armorist level as his caster level with the Telekinesis Sphere. However, he also gains the following sphere specific drawback:

Weapon Specialist: You may only use your *telekinesis* on weapons or equipment you have made with your Summon Equipment and Bound Equipment class features.

You may buy off this drawback normally by spending a magic talent, but you may only use your class level as your caster level in situations where this drawback would apply. If you already possess this sphere or would later gain it as a bonus talent, you may treat this drawbacks as if it has already been bought off.

Summon Equipment (Su): When a soaring blade summons equipment, he may conjure them anywhere within their *telekinesis* range. A soaring blade may not summon or bind shields, and does not gain the ability the summon or armor at 5th level.

This alters Summon Equipment.

Bound Equipment (Su): A soaring blade may summon their bound equipment anywhere within their *telekinesis* range, and equipment lifted by a soaring blade's *telekinesis* counts as being in his hands, and does not disappear. A soaring blade may not have a bound shield, and does not gain the ability to summon armor at 5th level or a staff at 10th level.

This alters Bound Equipment.

Massive Equipment

While normally the armorist has little reason to choose bound equipment or summon equipment larger than they or their allies can use, the soaring blade and other armorists investing into the Telekinesis sphere can find use for oversized items, up to their *telekinesis* limit. When an armorist selects bound equipment or uses their summon equipment feature they may also choose the size of the item, regardless of whether they can wield it normally.

Steel Sentries (Su): At 3rd level you gain the Dancing Weapon talent as a bonus talent.

At 7th level and each four levels thereafter you gain the ability to make an additional attack of opportunity each round, to a maximum of +4 at level 19. These extra attacks of opportunity may only be performed by a weapon you have lifted with your *telekinesis*. This ability counts as the Combat Reflexes feat for the purposes of prerequisites.

If you already possess the Dancing Weapon talent or later gain it, you add your casting ability modifier to the number of additional attacks of opportunity you may make.

This ability replaces Armor Training.

House of Blades: At 5th level, a soaring blade gains the Divided Mind talent as a bonus talent. If you already possess the Divided Mind talent, you may select a different talent from the Telekinesis Sphere as a bonus talent. In addition, you may summon multiple pieces of equipment at the same time. You must be able to lift all summoned equipment simultaneously, and you must still pay spell points normally for each piece of equipment summoned with your Summon Equipment feature.

At 10th level, a soaring blade gains the Orbit talent as a bonus talent. If you already possess the Orbit talent, you may select a different talent from the Telekinesis Sphere as a bonus talent.

Arsenal Tricks

A soaring blade cannot select the *Heavy Armor*, *Movement*, or *Tower Shield* arsenal tricks, but gains access to the tricks listed below.

This modifies Arsenal Tricks.

Blade Swarm (Requires Armorist 4): Your blades whirl around your enemies from all directions, their speed and ferocity limited only by the imagination of their wielder. When using Divided Mind to make multiple attacks, you may make an additional attack at your highest attack bonus.

Blade Wheel (Requires Armorist 4, Orbit): You form a ring of blades around you that menace all comers. So long as you have at least one weapon in your Orbit you may make a single attack of opportunity against one opponent within the reach of your orbiting weapons at the start of your turn. You must make this attack of opportunity with a weapon in your Orbit.

Commander On High (Requires Armorist 8)

You command and direct your steel soldiers from above, drifting beyond the battlefield. You gain Flight as a bonus talent, and treat yourself as a summoned weapon for the purposes of using and determining your caster level for *telekinesis*.

Flying Daggers: Items summoned with your Summon Equipment and Bound Equipment features count as one size category smaller for the purposes of your *telekinesis* size limit.

Phantasmal Barrage (Sp) (Requires Armorist 6): Rather than summoning a single magic weapon, you can call up flickering, fragile blades that last only for a moment, but with your telekinetic powers you make that moment enough. By spending two spell points as a standard action, you may deal 1d6 slashing and piercing damage per caster level to all creatures in an area equal to one 5 ft cube per caster level, arranged contiguously within your *telekinesis* range. A successful Reflex save (DC 10 + 1/2 caster level + casting ability modifier) halves this damage. This damage overcomes damage reduction as if it was magic and made of all materials you can make summoned equipment out of. Use your armorist level as your caster level for the purposes of this arsenal trick.

Protokinesis Feat: You may select a protokinesis feat as a bonus feat. You must meet the prerequisites for this feat.

Storm of Blades (Su) (Requires Armorist 16): Exerting your magic to its fullest extent, you create a storm of blades that devastates your enemies. By spending two spell points and concentrating on your *telekinesis* as a full round action you double the attacks you can make with Divided Mind in a round as if you were capable of taking two separate full attack actions.

Telekinetic Shieldbearer: You gain proficiency with all shields (except tower shields) and may summon a shield with the Summon Equipment ability, or choose a shield as Bound Equipment.

Unseen Horror

(Thaumaturge Archetype)

Not all pacts offer unimaginable power and conjure great and terrible beings. Some thaumaturges find use in summoning weaker, subtler entities to aid them in smaller ways, servants who lurk in the background and act as needed.

Lurking Forces (Su): At 4th level, an unseen horror summons an unseen force that lurks around him, and is capable of giving it mental commands as a free action. This force is an invisible, mindless entity that can perform simple tasks anywhere within 20 ft + 5 ft per 5 class levels of the unseen horror, such as lifting or moving items, opening doors, or lightly tapping someone on the shoulder. It can perform only one activity at a time, but may repeat an activity if desired. It has an effective strength score of 2, allowing it to lift 20 pounds and drag 100 pounds, moving any object it carries up to 30 ft per round. It can trigger traps and similar devices, if its strength is adequate to do so. It can't perform any task that requires a skill check with a DC higher than 10 and is considered untrained in all skills. It cannot attack in any way, but also cannot be killed or destroyed, though it ceases to exist if you die, only reappearing if you are resurrected in some manner.

In addition, you gain one unseen augmentation listed below.

This ability replaces the thaumaturge bonus feat at level 4.

Unseen Augmentations: When you would gain a thaumaturge bonus feat at levels 8, 12, 16, and 20, you may choose to gain one of the following unseen augmentations instead. You can only select any given unseen augmentation once.

Flicker of Intelligence

Your unseen force gains a skill point for each level of thaumaturge you possess, which may be invested into Craft, Disable Device, Perform, or Sleight of Hand, allowing it to perform relevant tasks with a bonus equal to its rank in that skill. Its ability modifiers are 0 for the purposes of these skills, and it has no class skills. However, it can perform skill checks with DCs higher than 10 if it has at least one skill point invested in that skill, and is considered trained in those skills.

Forceful Presence

Your unseen force now has an effective Strength score of 10. It can use the Aid Another action to assist you or an adjacent creature with making any Strength check or Strength based skill check, and always succeeds on its Aid Another roll for such purposes.

Hungering Maw

Your unseen force can wrap itself around objects and swallow them, making them inaccessible until you command it to produce them. Items swallowed this way count against its carrying

capacity normally, and it cannot store more than its heavy load this way. Your unseen force must pick up an unattended item before it can swallow it. Picking up an unattended item and swallowing it, or producing a swallowed item again takes it a full turn to perform. If you perish, all items swallowed this way appear in your square.

Reaching Fingers

Add 10 ft to your unseen force's reach. In addition, it can slip through the thin cracks, reaching under doors and through keyholes without hampering its ability to perform tasks, though you still need to direct its actions appropriately.

Serpentine Coils

You can use your unseen force as a rope with a length equal to its reach. While in this form, your unseen force has hit points equal to your level, and hardness equal to your casting ability modifier. It can be broken with a Strength check (DC 20 + your casting ability modifier) or if used to tie up a creature, escaped with an Escape Artist check (DC 20 + half your thaumaturge level + your casting ability modifier). It may automatically attach or release itself from any location within its reach suitable for a grappling hook. If broken or cut, your unseen force instantly reforms in your square, but cannot assume rope form until your next turn.

Twin Forces

You gain a second unseen force that is identical to the first, gaining any benefits from other unseen augmentations.

Umbral Ink

Your unseen force can silently etch smoking black lettering onto a surface as if it had a quill and an infinite supply of ink. It can create a transcript of any conversation you understand, or accurately copy images, patterns, or writing that you can see or that is adequately described to you. In addition, it can write on abnormal surfaces such as liquid or even in midair, though such writing only lasts a single round or until disturbed by motion before evaporating.

In addition, it can use the Linguistics skill to create forgeries (but not any other purpose) untrained with a bonus equal to your thaumaturge level, and can reach a DC higher than 10 with such a check.

Whispering Wraith

Your unseen force can make sounds issue anywhere within its reach, and can mimic sounds you have heard. A listener may make a Sense Motive check (DC 10 + your thaumaturge level) to recognize the mimicry, though they suffer a -4 penalty if they are not familiar with the person or type of sounds mimicked. Your unseen force has a maximum volume equal to one normal human per thaumaturge level you possess.

Chapter 3

Player Options

If you know your limits you have wisdom. If you are ignorant of your limits you have potential.

-A magician's proverb

Feats

Protokinesis Feats

Protokinesis feats represent innate telekinetic abilities, powers usable with minimal thought and effort in contrast to the magic of the telekinesis sphere. They often develop unintentionally, without need for training or even awareness of them.

Unless noted otherwise, the benefit granted by any protokinesis feat is a spell-like ability with a caster level equal to your character level. In addition, protokinesis feats do not function when you are unconscious.

The effects of protokinesis feats last indefinitely unless otherwise noted, though they may be dismissed as a free action, or restarted as a standard action if they have been dispelled or dismissed.

Counterweight (Protokinesis)

Prerequisites: Acrobatics 3 ranks, Telekinesis Sphere

Benefit: By applying your telekinetic powers to your own body you can stand on surfaces that could not normally support your weight, allowing you to balance on a single thread or walk across liquid, though you must still make Acrobatics checks to balance on narrow or difficult surfaces. You cannot walk on normal gaseous substances such as air or clouds, though you could balance on a *solid fog* spell. In addition, you may add your casting ability modifier as a bonus to Acrobatics checks.

Enhancing Telekinesis

Prerequisites: Enhancement Sphere, Telekinesis Sphere

Benefit: When you lift an object with your *telekinesis*, as part of the same action you may *enhance* it with one *enhancement* you possess. You may concentrate on lifting and *enhancing* the item with a single action. Only a single object can benefit from this

combination, even if you can *enhance* or lift more than one at a time.

Extra Electrokinetic Stunt

Prerequisites: Electrokinetic Stunt class feature

Benefit: You gain an additional electrokinetic stunt for which you qualify. You may take this feat multiple times. The effects stack.

Extra Unseen Augmentation

Prerequisites: Unseen Forces class feature

Benefit: You gain an additional unseen augmentation for which you qualify. You may take this feat multiple times. The effects stack.

Extradimensional Assembly

Prerequisites: Telekinesis Sphere, Warp Sphere, Extradimensional Storage, Whirlwind Assembly

Benefit: When you use your Whirlwind Assembly talent you may access and swap items in and out of your Extradimensional Storage freely, without the need to use a second action or spend a spell point.

Floating Panoply

Prerequisites: Caster level 7th, Enhancing Telekinesis, Divided Mind, Mass Enhancement

Benefit: When you use the Enhancing Telekinesis feat, you may spend a spell point to *enhance* every item you lift with Divided Mind, following the restrictions of Mass Enhancement.

Force Shield (Protokinesis)

Prerequisites: Telekinesis Sphere

Benefit: By forming a thin field of telekinetic force with your hand as a swift action you can gain a +2 shield bonus to your armor class. Unlike an actual shield it imposes no spell failure or armor check penalty and does not count as wielding a shield for the purposes of class features and other effects. You must keep at least one hand free to maintain your force shield.

Gravitic Anomaly (Protokinesis)

Prerequisites: Telekinesis Sphere, Counterweight

Benefit: Due to your control over your personal gravity, you can move on walls and ceilings and other surfaces as if they were the ground. If you are tripped or fall prone, the area's normal gravity reasserts itself and you fall to the ground, taking falling damage as appropriate for your distance above the ground.

Kinetic Creation

Prerequisites: Caster level 7th, Creation Sphere, Telekinesis Sphere

Benefit: You can *create* items out of telekinetic force instead of matter. Objects made this way cannot incorporate any other materials and must be simple in construction, lacking intricate details or complex moving parts. This 'material' has hardness 10 and 3 hit points per inch, but at the end of each round its hit points are fully replenished. Unlike other *created* objects, objects of telekinetic force are magical and can be dispelled, which also destroys them.



Special: Telekinetic force made with the Create Materials advanced talent reforms itself over the course of an hour if destroyed or dispelled.

Kinetic Drift (Protokinesis)

Prerequisites: Character level 5th, Telekinesis Sphere, Counterweight

Benefit: You can float above the ground instead of walking. You can hover up to 1 ft above the ground, allowing you to ignore difficult terrain. When falling you may choose to descend at a slower rate to control your fall and to negate all falling damage you would take. Each round you descend 30 ft, and may move in another direction for 30 ft. You may choose to drift sideways, gliding forwards while descending, or down, safely increasing your rate of descent. You may even choose to drift 'upwards' to reduce your rate of descent, even allowing you to negate it entirely and hover midair.

Mind Against Body

Prerequisites: Telekinesis Sphere, Telekinetic Maneuver

Benefit: Rather than using your body to fight off more capable opponents, you employ your mind, fighting back with your full telekinetic power. You may substitute 10 + your caster level + your casting ability modifier for your CMD when you are defending against a combat maneuver.

Mind Limb (Protokinesis)

Prerequisites: Telekinesis Sphere

Benefit: Your telekinetic powers give you an additional arm made of telekinetic force. Your telekinetic limb functions much as a normal arm can, but to an extent can also act independently. As a swift action you can use it to draw a sheathed or hidden weapon, ready a shield, retrieve a stored item, load a crossbow, open a door, pick up an unattended item, sheathe or store an item, or take other non-offensive actions involving manipulating objects. Your telekinetic limb cannot effectively wield weapons or shields or activate magic items, but can pass such items to another hand as part of any other action it takes.

Piecemeal Animation

Prerequisites: Death Sphere, Telekinesis Sphere, Divided Mind

Benefit: When you *reanimate* a dead body, it does not need to be intact. So long as at least half the body remains you can animate it as if it was intact, stitching its broken form together with telekinetic forces that keep it upright and stable. You may even work with worse material than this, merging smaller pieces of different bodies and animating them as single whole so long as you have enough material and all pieces come from the same kind of creature.

Skillful Force

Prerequisites: Telekinesis Sphere, Finesse, Telekinetic Tools

Benefit: When using your *telekinesis* to perform skill checks as described in Finesse you do not suffer the normal -5 skill check penalty. In addition, tools you mimic with Telekinetic Tools are effectively masterwork and grant a +2 circumstance bonus on related checks.

Tactile Illusion

Prerequisites: Illusion Sphere, Telekinesis Sphere, Illusory Touch (twice), Finesse

Benefit: By weaving your *illusions* together with a hint of telekinetic force you can allow them to exert force more appropriate to their apparent nature. Your *illusions* can support weight or block movement of creatures or objects so long as all pressure and weight on it falls within the size limit of your *telekinesis*. However, anyone who disbelieves the illusion may choose to ignore the telekinetic effect, moving through the *illusion* as normal, as well as allowing them throw or move items through it.

In addition, you may deal lethal damage with your illusions instead of nonlethal damage.

Telekinetic Exoskeleton (Protokinesis)

Prerequisites: Character level 3rd, Telekinesis Sphere

Benefit: With your telekinesis you can supplement your physical skills. As a swift action you can give yourself one of the following benefits:

- *Tactile Telekinesis:* You add your casting ability modifier as a bonus to Strength checks, and Climb and Swim checks.
- *Dampening Field:* You gain temporary hit points equal to your casting ability modifier. They do not stack with themselves or other temporary hit points.
- *Propelling Force:* You gain a +10 ft enhancement bonus to your movement speeds.

These benefits lasts indefinitely. If you activate one of these benefits while a previous benefit is still in effect, the first benefit ends immediately.

Touchsense (Protokinesis)

Prerequisites: Perception 5 ranks, Telekinesis Sphere

Benefit: You can use your telekinesis to sense your surroundings, passively measuring vibrations in the ground. You gain tremorsense with a 15 ft range.

Special: If you possess the Kinetic Sense talent, add 15 ft to the range of the tremorsense it provides.

Traits

Dual Limit (Magic)

Benefit: If you possess the Limited Telekinesis drawback, you may select an additional material that you can manipulate with telekinesis.

Special: If you later buy off the Limited Telekinesis drawback, you may immediately replace this trait with the Kinetic Drain or Potential Energy trait.

Kinetic Drain (Magic)

Benefit: You know how to harness the power of motion and use it for spellcasting. Once per day, you may spend a move action to gain a temporary spell point. This point persists until the start of your next turn, and must be spent on talents and effects related to the Telekinesis Sphere.

Potential Energy (Magic)

Benefit: You learn to conserve but ready your energy, poising it on the edge but holding it back until you need it most. You gain a second spell point pool that can hold two spell points. This spell pool never refreshes, but you may fill it by shifting points from your primary spell point pool as a full round action. These spell points may only be spent on talents and effects related to the Telekinesis Sphere.

Unrealized Telekinetic (Magic)

Benefit: You may use the *mage hand* cantrip as an at will spell-like ability with a caster level equal to half your level. In addition, you can qualify for Protokinesis feats without possessing the Telekinesis Sphere. For the purposes of these feats you are treated as having a caster level equal to half your character level, and may choose one mental ability as your casting ability score.

Special: If you later gain access to the Telekinesis Sphere, you may immediately replace this trait with the Kinetic Drain or Potential Energy trait.

Untethered (Religion)

Benefit: You follow a spiritual path of freedom, distancing yourself from the world in order to achieve enlightenment. You may choose to count yourself as either one size smaller or one size larger when you would be affected by *telekinesis* due to your ability to detach yourself from worldly bonds.

Chapter 4

Basic Magic

There is no more effective teacher than a task. Rote forms and mental disciplines can introduce a student, but a goal will test them and force them to use their magic in new ways. Give neither instructions or suggestions, and do not correct your pupils. Learning first hand what does and does not work is far better - and unexpected successes can be as instructive to the instructor as to the apprentice.

-A lecture on magical tutelage by Scholar Radha

The following section presents new talents in the Telekinesis sphere, selectable by any character with access to the Telekinesis sphere.

Acceleration

When you move a target with *telekinesis* you can double the distance you can move it that turn by having all of its movement be in a straight line. An object that moves at least 10 ft this way before being used as a bludgeon is counted as having made a Charge and gains the related +2 on its attack roll. If you also possess the Flair talent, you may apply Charge related feats to your Charge with that bludgeon.

Call to Hand

As a swift action, you can call a single unattended object that you can see within 20 ft + 5 ft per 5 caster levels instantly to your hand. The object must fall within your *telekinesis* size limit, and the object must be no more than a light load for you.

Catch Shield

By spending a spell point as a standard action, for one round plus one round per three caster levels you may use Catch on projectiles once per round without readying an action. Any objects you catch in this way drop to the ground at the beginning of your next turn if you do not concentrate on them normally or spend a spell point to maintain telekinesis with Sustained Force. You cannot have more than one catch shield active at any one time.

Cohesion

Your may use your telekinetic force to protect and stabilize objects that you are lifting. An object lifted with your *telekinesis*

gains a +1 bonus to hardness and a +1 Deflection bonus to AC, and an additional +1 per 5 caster levels. In addition, it takes no penalties from the broken condition as telekinetic force holds it together, and it does not take damage from being used as a bludgeon. Objects lifted with Sustained Force do not gain these benefits. Creatures, even constructs, never gain the benefits of this talent.

Dampening Field

As a standard action you can wrap a willing creature or object within range of your *telekinesis* in cushioning force, granting them DR/Piercing equal to half your caster level. This effect lasts as long as you concentrate, or you may spend a spell point to sustain it with Sustained Force.

Deflect

When you use the Catch function of your *telekinesis*, you may choose to simply deflect an incoming projectile or thrown object instead of catching it, causing it to simply miss instead of being lifted with *telekinesis*. Due to this briefer contact and more indirect force, the originator of the attack does not gain a Will save to negate the ability when you exercise this option.

Floating Shield

When using your *telekinesis* to lift a shield, you may apply its shield bonus to the armor class of anything in its square, though this does not stack with any shield bonus they already possess. A shield sustained with Sustained Force still grants its shield bonus, and may be directed to follow a given individual or target. If you possess the Orbit talent, you may choose a single shield in orbit of you and add its shield bonus to your armor class. If you possess the Flair talent, you may apply shield related feats (such as Shield Focus) to any shield you are lifting.

Forceful Telekinesis

When you using an object or weapon as a bludgeon, it is effectively one size larger for determining how much damage it deals. In addition, any time you would perform a combat maneuver using telekinesis (such as with Steal or Telekinetic Maneuver) you add a +2 bonus to your CMB and CMD.

Friction Field

By flooding an area with your *telekinesis* you may increase friction and make it more difficult to move. As a standard action you may flood a 20 ft radius + 5 ft per five caster levels area anywhere within range of your *telekinesis*. As long as you concentrate, all squares in the area become difficult terrain, even the air; flying or hovering over the ground does not avoid the effect. In addition, a creature that begins its turn in the area takes damage equal to your caster level. You may spend a spell point to sustain this effect with Sustained Force.

Gravity Shift

By concentrating your telekinetic powers on an area you may effectively increase or decrease the area's gravity. As a standard action you may alter the gravity of a 10 ft radius + 5 ft per five caster levels area anywhere within range of your *telekinesis*. As long as you concentrate, the area becomes either an area of heavy gravity or an area of light gravity. You may also change the type of gravity in the area as a move action. This talent can be used to alter areas that are already heavy or light gravity, either altering them to normal gravity or doubling their effects, but cannot be used in areas of no gravity or subjective gravity. You may spend a spell point to sustain this effect with Sustained Force.

Heavy and Light Gravity

Heavy Gravity: In heavy gravity areas Acrobatics, Climb, Ride, and Swim checks incur a -2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters that fall in areas of heavy gravity take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity: Characters in an area of light gravity gain a +2 circumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh half as much, and weapon ranges double. Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. Falling characters in a light gravity take 1d4 points of damage for each 10 feet fallen (maximum 20d4).

Gravity Ward

As a standard action, you can create a 5 ft radius emanation anywhere in your *telekinesis* range that resists entry as your telekinetic force attempts to push targets out. Entering the area requires a Will save, and a creature that fails its save must wait until their next turn to make another attempt. This area lasts so long as you concentrate on it, or you may spend a spell point to sustain it with Sustained Force. If you wish, this area can be centered on yourself instead of an area, allowing it to move with you.

Gravity Well

You can create a compact point of telekinetic force that draws everything towards it as a standard action. Select a point within

range of your *telekinesis*. When you first use this ability and each time you spend an action to concentrate on it, all unattended objects and creatures of up to your *telekinesis* limit within a 10 ft radius + 5 ft per five caster levels of that point are drawn in a straight line to the unoccupied space nearest to the center of the effect. Unwilling creatures are subjected to a drag combat maneuver that pulls them towards the center, using your caster level -5 plus your casting ability modifier as your CMD. A creature in the area of this effect may attempt to escape it on its own turn by attempting the drag combat maneuver as a move action against a CMD equal to your caster level plus your casting ability modifier + 5, moving the indicated distance away from the center of the gravity well. You may spend a spell point to sustain this effect with Sustained Force.



Homing

When you miss with a Bludgeon attack, you may spend a spell point as an immediate action to make the bludgeon home back in on the target. For a number of rounds equal to your caster level the object single-mindedly moves towards the target without you needing to concentrate on it, taking the shortest path as it attempts to attack them each turn. A bludgeon directed this way can only make one attack per turn, and once it makes a single successful attack it stops pursuing the target and drops to the ground unless you begin concentrating on it again. If you possess the Divided Mind talent you may pay a single spell point to make multiple objects pursue a target, but as soon as any one of them makes a successful attack, they all stop pursuing.

Idle Concentration

You may choose to maintain concentration on your telekinesis as a swift action. However, targets of your telekinesis remain motionless while you concentrate on them this way, hovering in place. You cannot move them, use them to bludgeon, or direct them to perform tasks. Dancing Weapons that hover do not threaten their range or provide flanking bonuses, and you may not apply the benefits of Telekinetic Crush to hovering targets. In addition, this talent cannot be used to concentrate on a Hostile Lift.

Kinetic Field

By spending a spell point as a standard action you can use your *telekinesis* to create a stationary flat plane of kinetic energy that stops incoming projectiles and thrown objects. Any such object with a size one less than what you can lift with telekinesis that strikes the field immediately loses momentum and drops to the ground if the originator of the attack fails a Will save. This field is created adjacent to you and has a length equal to 20 ft + 5 ft per 5 caster levels and lasts so long as you concentrate, or you may spend a spell point to maintain it with Sustained Force.

Kinetic Sense

You no longer need to see to levitate objects or creatures with your *telekinesis*. As long as you target the correct space the target is in, you may lift it without needing line of sight. If you target an incorrect square your action is wasted, though you retain any spell points you would have spent.

In addition, you may spend a spell point to gain 30 ft blind-sense for one minute per caster level.

Mobile Bludgeon

When you use your *telekinesis* to make a bludgeon attack, you may continue to move the object after the attack roll is made if it has any movement remaining. Alternately, you may choose to forfeit any remaining movement in order to make a full attack with a single bludgeon, making as many attacks as your base attack bonus allows, including extra attacks gained from feats if you possess the Flair or Dancing Weapon talents. If you are lifting multiple bludgeons with Divided Mind you are still limited to one full attack, but may divide your attacks among your bludgeons in any way you desire.

Momentum Line

As a standard action you can create a line with a length equal to 25 ft + 5 ft per 2 caster levels, centered anywhere within range of your *telekinesis*. Movement within this area is doubled, allowing creatures to move two squares for only 5 ft of movement. This effect lasts so long as you concentrate, or you may spend a spell point to maintain it with Sustained Force.

Orbit

When you lift an object with your *telekinesis* and move it into your square or drop an item you are holding, you may place it in a passive orbit around you. An object in orbit drifts slowly around you, moving with you when you move as if you carried it, and does not require concentration to remain in orbit, though it does nothing except drift passively. At any point you may begin concentrating on it again, directing it and using it normally with your *telekinesis*, or you may pick up an item in orbit as a free action. You may have multiple objects around you at one time so long as their total size does not exceed the size limit of orbit, shown below. If you possess the Powerful Telekinesis talent, your orbit limit increases by a single size category. If you possess the Dancing Weapon talent, you may use a single object in orbit of you to make attacks of opportunity on your behalf. Items caught with Catch may immediately be placed into orbit. You may not use Hostile Lift in conjunction with Orbit.

Table: Orbit Size Limit

Caster Level	Size Limit
1st	Fine
4th	Diminutive
8th	Tiny
12th	Small
16th	Medium
20th	Large
24th	Huge

Parry

You may use the Catch function of *telekinesis* to block attacks with melee weapons, though they retain their hold on their weapon even if you successfully block their attack. However, if you possess the Steal talent as well, you may immediately use it on that weapon as part of a successful catch. Your *telekinesis* must be specially tuned towards the task, so when you ready an action to Catch (or when you spend a spell point on the Catch Shield talent, if you possess it) you must specify whether your telekinesis can intercept melee or ranged attacks.

Return

When you stop a ranged attack with telekinetic catch, you may immediately fling it back at the attacker if they're in range of your *telekinesis*. Resolve this as a standard bludgeon attack using the object you were attacked with. Return may not be used in conjunction with Catch Shield.

Telekinetic Crush

When using your *telekinesis* on a target, you may crush it with your grip. Every round you maintain concentration you may deal 1d6 bludgeoning damage and an additional 1d6 per 5 caster levels. Alternately, you may make a Strength check to break an object you are holding with your *telekinesis*, using your casting ability modifier + 1 per five caster levels as your bonus on the check instead of your Strength modifier. You may use this on sections of a larger object than you can lift with your *telekinesis*, allowing you to punch holes through walls or rip down doors so long as you can lift the targeted section.

Telekinetic Tools

You may use your telekinesis to mimic simple tools, such as shovels, hammers, or scissors by using your *telekinesis* as if manipulating an item of the appropriate size. If you possess Finesse talent, you may mimic tools associated with any of the listed skills, allowing you to Perform without an instrument or pick a lock without thieves tools if you also have Flair.



In addition, if you possess the Telekinetic Maneuver talent, when grappling a target you may choose to use the tie up grapple action to restrain them with telekinetic force instead of a rope. A creature successfully tied up this way is bound and helpless, and must follow the tie up rules to escape their bonds. This restraining force lasts until broken by a successful CMB check, until they receive help from an outside force as a full round action, or until you dismiss it. A target cannot attempt a Will save to negate the effects of these bonds, or a strength check to break them.

Tether

You can create a telekinetic connection between two objects of any size, tethering them together. As a standard action you can tether two targets within 30 ft of each other, preventing them from moving further than 30 ft from each other without either breaking the tether or dragging the other target with them. An unwilling creature gets a Reflex save to avoid being tethered. A creature dragging an object follows the normal carrying capacity and encumbrance rules, but must use the drag combat maneuver to drag an unwilling creature. The tether may be broken as a move action with a Strength check equal to the tether's save DC. A tether lasts as long as you concentrate and an additional number of rounds after that equal to your caster level. You may spend a spell point to maintain a tether with Sustained Force.

Weaponize

You may attack your enemies with pure telekinetic force. By using your *telekinesis* as if you were lifting an object, you may make bludgeon attacks and deal bludgeoning or slashing damage, dealing damage as a bludgeon of the size you specify, up to your *telekinesis* size limit. If you possess the Dancing Weapon talent, you may treat this bludgeon attack as if it was made with a weapon you have proficiency with.

Whirlwind Assembly

As a swift action you can use your *telekinesis* to ready yourself for any given situation. You may draw up to two sheathed weapons or items you are carrying (even if it is stored in a backpack or similar container) and put away up to two objects you are holding in your hands. In addition, you may don a single set of armor or robes and put away any robes or armor you are currently wearing, or swap out any number of smaller worn items (such as gloves, hats, or rings). Each individual item equipped or put away must fall within the size limit of your *telekinesis*.

Chapter 5

Advanced Magic

By Art the learned magisters of Shaka surpass worldly law. Lie on your face and seek no disagreement with their instruction, purporting yourself with greatest humility. Cast any request upon their mercy, but bow even to blunt refusal. For the magisters of Shaka can make a man dance to their whims and sink ships with a flick of the finger- but if they are moved by your request, they can raise a palace into the skies.

-from a fragment of an old scroll

Advanced Talents

Affix

Prerequisites: Telekinesis Sphere, Effortless Telekinesis, Idle Concentration, 10th caster level or higher

By spending two spell points, you may permanently affix a single object you are lifting with your *telekinesis* to a specific point in space. This is an instantaneous effect that binds the object to that specific point, preventing it from moving in any direction even due to gravity.

An unwilling creature lifted through the use of Hostile Force gains an immediate opportunity to break your telekinetic hold with a Will save. If the save fails they remain held by your *telekinesis*, and must make a Reflex save to avoid being fixed in place permanently with no further saves. A creature affected by Affix can still take actions and can freely move their limbs, but cannot move away from the point they have been affixed to, even with teleportation effects.

Since this is an instantaneous effect, it cannot be dispelled. However, a successful application of telekinesis or brute force can break an object free with a Magic Skill check or Strength check against your MSD + 4. If applying your own telekinesis against an object you've affixed, you automatically succeed on your magic skill check.

Astral Affixation

Prerequisites: Telekinesis Sphere, Affix, Effortless Telekinesis, Idle Concentration, 15th caster level or higher

When you affix a target permanently in place, you may spend an additional spell point to strengthen the effect by pinning them to astral leylines. A creature that has failed its Reflex save against being affixed must make a third save or be rendered paralyzed for as long as they are affixed.

In addition, regardless of whether or not this additional save is failed, breaking a target free that has been affixed in this way requires a successful Magic Skill check or Strength check against your MSD + 10. In addition, a telekinesis effect with a lower caster level than the affixing will always be insufficient and cannot break a target free.

Choking Grasp

Prerequisites: Telekinesis Sphere, Telekinetic Crush, 15th caster level or higher

As either a stand-alone standard action or as part of maintaining a Hostile Lift, you may spend 2 spell points to suffocate a target within your *telekinesis* range. The target must make a Fortitude save or have its hit points drop to 0 and fall unconscious on its next turn as if it had failed a constitution check against suffocation. In the next round the target must make a second Fortitude save or drop to -1 hit points begin dying. In the round following that they must make another Fortitude save or suffocate and die. Succeeding on any of these saves prevents further saves and stops the effects from worsening, but does not negate the effects of any previously failed saves. This talent only affects living creatures that must breathe.

Disperse Force

Prerequisites: Telekinesis Sphere, Deflect, Quick Catch, 10th caster level or higher

You can apply an opposing force at the right times, canceling out offensive forces. As an immediate action whenever you would take damage, you may spend two spell points to negate that damage. You may use this to respond to energy or magic based attacks, and you may even use it to insulate you against environmental hazards (such as acid rain or lava) but it is ineffective against damage from internal or nonphysical sources (such as bleed damage or a mental attack).

Focused Might

Prerequisites: Telekinesis Sphere, Powerful Telekinesis, 5th caster level or higher

By spending a spell point you can further advance the strength of your *telekinesis*. Increase the maximum sized object you can affect with *telekinesis* by 1 size category. This effect stacks with the benefits of Powerful Telekinesis. However, you must maintain concentration as a full-round action to gain this increased power, and may not spend a spell point to maintain it with sustained force.

You may spend an additional spell point to increase your capacity by another size, but doing so demands all of your mental focus. You may only use the basic capability of *telekinesis* to move objects, and cannot use this in conjunction with hostile lift or bludgeon.

Gravity Manipulation

Prerequisites: Telekinesis Sphere, Gravity Shift, 15th caster level or higher.

When you use Gravity Shift, you may spend two spell points instead of one to have greater control over gravity. You may create or manipulate areas of no gravity or objective gravity, and may apply any gravity trait to any area. Creatures in the area may make a Reflex save to hang onto an adjacent surface whenever you change gravity.

No Gravity and Objective Gravity

No Gravity: Individuals in an area of no gravity merely float in space, unless other resources are available to provide a direction for gravity's pull.

Objective Gravity: The strength subjective of gravity is the same as normal, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the ground itself, or even upward.

Linear Acceleration

Prerequisites: Telekinesis Sphere, Acceleration, Greater Speed, 10th caster level or higher

You may spend 2 spell points as a standard action to fling an object you are currently lifting at immense speeds, causing it to immediately pass out of your control as it races towards any target in line of sight, regardless of distance. By making a successful ranged touch attack against the target you deal double the normal bludgeon damage to it. If the attack misses, the object strikes the center of the target's space.

The object's impact into the target or their space releases a powerful shockwave and everyone in a 30 ft radius + 5 ft per five caster levels, including the initial target, takes 1d6 damage per 2 caster levels and is dazed for one round. A Fortitude save negates the dazed condition, though the initial target is not allowed a saving throw if the touch attack succeeded. Objects fired by linear acceleration suffer the full initial and secondary damage of the attack.

Puppet

Prerequisites: Telekinesis Sphere, Finesse, Telekinetic Maneuver, 10th caster level or higher

When you lift a creature with your *telekinesis* you may spend a spell point to take precise control over their physical form. You can force them to run, jump, manipulate objects, and wield weapons, but you cannot force them to use special abilities such as spells that are not a function of bodily movement, and cannot take control of their vocal cords, though you can prevent them from making sounds. If you force the subject to engage in combat, use an attack bonus equal to your base attack plus your casting ability modifier, and substitute your casting ability modifier for any ability modifiers on damage rolls. In addition, substitute your casting ability modifier for the subject's Dexterity modifier when determining armor class. When performing actions that would require a skill check, use your skill ranks plus your casting ability modifier for the check.



Since the subject is only under your physical control, on their turn they can still take purely mental actions. You must use Hostile Lift to affect an unwilling creature, and they are allowed the normal Will saves to negate the effect.

Rituals

Driving Force

Sphere: Telekinesis, Ritual Level: 3

Casting Time: 30 minutes

Components: V, S, M (a magic attuned lodestone worth 25 gp)

Description: This ritual creates a stream of gentle telekinetic force that pushes towards a specific direction. A line with a length equal to 25 ft + 5 ft per 2 caster levels is centered on you, while the line itself is positioned towards the designated direction. Any creature (including you) that travels on the line towards the designated direction travels at double its normal overland speed, though its speed in tactical situations is unaffected. The effects of this ritual last for a full day.

Telekinetic Mule

Sphere: Telekinesis, Ritual Level: 1

Casting Time: 5 minutes

Components: V, S, M (ritual chalk worth 5 gp)

Description: For 24 hours, add your caster level plus your casting ability modifier to your Strength to determine your carrying capacity.

Unseen Servant

Sphere: Telekinesis, Ritual Level: 1

Casting Time: 5 minutes

Components: V, S, M (ritual chalk worth 5 gp)

Description: This ritual functions as the *unseen servant* spell

Unseen Servant, Bound

Sphere: Telekinesis, Ritual Level: 3

Casting Time: 30 minutes

Components: V, S, M (ritual chalk worth 1000 gp)

Description: This ritual functions as the *unseen servant* spell, except the duration is permanent and the *unseen servant* is bound to a specific location rather than the caster. If the *unseen servant* is destroyed by taking damage, moving beyond its range, or is dispelled, it reforms after 24 hours.

An *unseen servant* created by this ritual can be set to obey the orders of others than the caster, either performing tasks for anyone, obeying the orders of anyone who provides a password, or obeying anyone who carries a specific token. Who can give orders is set when the ritual is performed, and tokens must be designated at this time. Any object can be used as a token, and you may designate a number of tokens equal to your caster level when you perform the ritual.

Weld, Least

Sphere: Telekinesis, Ritual Level: 0

Casting Time: 1 minute

Components: V, S, M (a few drops of alchemical resin worth 1 gp)

Description: With this ritual you telekinetically bind a Diminutive sized or smaller object to another surface, fixing the two together indefinitely. The force that binds them is a relatively weak one however, and any creature may use a move action to pull them apart.

Weld, Lesser

Sphere: Telekinesis, Ritual Level: 1

Casting Time: 5 minutes

Components: V, S, M (a vial of alchemical resin worth 5 gp)

Description: As the *least weld* ritual, except you may bind a Tiny sized or smaller object to a surface, and the bond between them is stronger. Attempting to pull the joined items apart requires a standard action and a successful Strength check (DC 11 + casting ability modifier).

Weld, Greater

Sphere: Telekinesis, Ritual Level: 3

Casting Time: 30 minutes

Components: V, S, M (a flask of alchemical resin worth 10 gp)

Description: As the *least weld* ritual, except you may bind a Small sized or smaller object to a surface and the bond between them is substantial. Attempting to pull the joined items apart requires a standard action and a successful Strength check (DC 10 + half caster level + casting ability modifier).

Incantations

Ceaseless Forge

The Rose Forge was once the workshop of a peerless mage-artisan who produced countless wonders. No one knows the secret to her work and how she produced her art so effortlessly, but a careful examination of the Rose Forge might reveal her secret. Along the walls are curious notations and decorations that are actually an obscure form of musical notation, while an eye for architecture or magic will note how the place is designed for both acoustics and a peculiar telekinetic resonance.

Sphere: Telekinesis; **Level:** 3rd

Skill Checks: *in order*—Spellcraft DC 20 1 success, Perform (singing) DC 20 1 success, Craft DC 20 1 success; see below

Casting Time: 2 Hours or more (see below)

Components: S, V

Range: Touch

Target: One workshop

Duration: Instantaneous

Saving Throw: None, SR: No

Description

This incantation was used by the artisan of the Rose Forge to operate and wield the countless tools of the forge without any assistance, orchestrating an army of instruments with

magical one. By utilizing the precise harmonics of the forge and sound responsive magic infused into the tools and machines, a careful craftsman can perform work with astounding speed, producing weeks worth of work in only hours.

The performer first wakes the magic of the forge with a Spellcraft check, starting up mechanisms and attuning themselves to its telekinetic resonance so that the tools can be wielded properly. This attunement process takes an hour's work. Then over the next hour the performer composes and sings a song that operates the forge with a Perform (singing) check while simultaneously directing the tools to create the desired item with a Craft check (using the specific craft skill relevant to the item). The DC of the Craft check is 20 or the Craft DC of the item being made, whichever is higher.

After the second hour of the incantation is complete, the performer has made progress on their Craft check as if they had spent a one week working. If the performer chooses they may extend the incantation up to six additional hours, with each hour giving them another week of progress, but an additional Perform (singing) and Craft check must be made each hour.

While the incantation itself has no material components, the normal crafting materials for the item must be provided. This incantation may only be used for non-magical crafting, and cannot speed up the creation of magical items.

Backlash

All performers are exhausted after the ritual is complete.

Failure

If you fail the initial Spellcraft check the ritual fails but you are not exhausted. Failing either the Perform (Singing) or Craft check means you make no progress in the hour, while failing both breaks your rhythm and ends the ritual, as well as disrupting the forge's harmonics in a manner that takes a week to recalibrate. As normal, failing a Craft check by 5 or more ruins half the materials.

Landrise Rite

Firefall's Crest is a ruined keep, destroyed in a mysterious disaster in ages past. Yet curious structures and fading images hint at the keep's old glory, and the ultimate source of its downfall: flight. While once it was suspended high in the sky, the force that held it aloft failed and dashed it to the ground. But if the old rituals were uncovered, Firefall's Crest could be restored to its ancient heights.

Sphere: Telekinesis; Level: 7th

Skill Checks: *in order*—Knowledge (geography) DC 30 2 successes, Knowledge (local) DC 30 1 success, Spellcraft DC 34 4 successes.

Casting Time: 1 week

Components: S, V, M (gem dust worth 25,000 gp or more)

Range: Touch

Area: 100 ft radius

Duration: Instantaneous

Saving Throw: None, SR: No

Description

While once a closely guarded secret of the keep, this incantation can be found by a careful search of the ruins. The Landrise Rite consists of two parts: first, precise delineation of the keep's geomancy to separate it from the earth, and second, imbuing its central chamber with telekinetic power to release it from the bonds of gravity. Each check performed involves a full day of ritual work, allowing enough time for the performers to rest.

In order to properly separate the area from the earth the performer uses Knowledge (geography) to determine the ideal borders of the territory and to designate two poles at its boundaries; these poles were once marked with elaborate pillars that have now crumbled and fallen. Then, using powdered gemstone dust, these borders are marked out with a ritual circle that encompasses the entire territory.

After this, granting flight requires the performer to find the spiritual center of Firefall's Crest. By understanding the keep's legends and nature with Knowledge (local) a central chamber can be found and the process of imbuing it with telekinetic power can begin. By a series of Spellcraft checks the ritualist attunes the chamber to the two poles and then charges them with telekinesis. At least three performers are needed for this portion of the ritual, one for each of the poles and then a third for the central chamber.

Backlash

The ritualist and any assistants are exhausted when the ritual is completed.

Failure

If you fail two consecutive knowledge (geography) or (local) checks you cannot accurately find and designate the necessary areas for the ritual and the ritual automatically fails when you attempt it. The Knowledge checks portion of the incantation can be interrupted without penalty, and these checks do not need to be made again if you have successfully completed them once. Failing two consecutive spellcraft checks results in catastrophe as the telekinetic forces become unaligned and the entire area is affected as per the *earthquake* advanced talent.

Adaptation

While the ritual mentions the specific location of Firefall's Crest, the Landrise Rite is designed to be adaptable to many different situations. A character interested in a floating castle or keep might hunt down the incantation to use on their own territory, or it might be used offensively by a villain interested in claiming and isolating an entire city. However, the incantation should never be a simple or routine matter, having quirks to adjust it to the geomancy of different locales. One location might need to the construction of a spiritual center, while another might require the assistance or permission of an elemental or deity. These complications make using the incantation an accomplishment and adventure instead of a mere transaction.

A ritual affecting a larger area should be handled as multiple uses of the Landrise Rite performed in conjunction, spending 25,000 gp in material components for each use.

Chapter 6

Equipment

Untethered from earth, adrift in the heavens, isolated from all else, what of motion remains? The power of mind, the strength of arm still exists, but to what end? What destination can be traveled to, what target can be aimed for?

-The Twenty-First Question, from Questions of the Blue-Tongued Sage

Special Materials

Arcsilver

HP/Inch: 40; **Hardness:** 10; **Cost:** Weapons and armor fashioned from arcsilver are always masterwork; the masterwork cost is included in the prices given below

This bright white metal has strange electrical properties and crackles with electricity when charged. By strategically incorporating coils of arcsilver into a weapon, suit of armor, or shield, this electricity can be discharged into enemies. Charging an item made of arcsilver is a move action that does not provoke an attack of opportunity, performed by slowly brandishing the weapon or brushing it against a surface.

When a weapon made with arcsilver is charged it passes this charge to anything it strikes, dealing +1d6 bonus electricity damage on its next successful hit. Ammunition is generally too small to gain a substantial charge, and so does not gain this property.

When a suit of armor or a shield made with arcsilver is charged, it passes the charge to the next creature that successfully strikes the wearer with either a metal melee weapon, an unarmed strike, or a natural weapon. This deals 1d6 electricity damage to the attacker.

In addition, arcsilver's natural electromagnetic properties allow it to be treated as a light density material for the purposes of telekinesis despite being the same weight as steel.

Items without metal parts cannot be made from arcsilver. Although, arcsilver is typically not used as the sole material of an item (in order to protect the user from its electric charge), arcsilver cannot be used in conjunction with other special materials.

Type of Item	Item Cost Modifier
Weapon	+2,000 gp
Armor and Shields	+3,000 gp

Featherglass

HP/Inch: 3; **Hardness:** 5; **Cost:** 15 gp per pound of the original item weight

Featherglass is a rare material found in the high places of the world, a translucent substance that looks like hazy skyblue ice or glass and weighs little more than air.

Featherglass can be treated in a number of ways to make it either flexible or stiff and brittle, and can be used to create almost any item, though it is too fragile to create effective weapons and armor. Any object made out of featherglass weighs one-eighth of what a normal object would weigh. Featherglass objects are considered weightless for the purposes of *telekinesis*.

Flowstone

HP/Inch: 10; **Hardness:** 8; **Cost:** 10 gp per pound

Other than being unusually smooth textured, flowstone appears to be normal dark gray stone, its special properties only becoming apparent when it is manipulated with telekinetic powers. While to hand and tool it is solid and rigid, it molds and shapes like clay under the direction of *telekinesis*.

By using *telekinesis* you can shape flowstone instead of lifting it, affecting an amount of it equal to your normal size limit as a full round action. Any simple shape may be imposed on the flowstone this way, such as flattening a side or shaping it into a rough ball. For something more complicated or finely detailed, more time must be taken: with each full round action you may shape 1 cubic foot per caster level of your *telekinesis* effect, allowing you to create specific items or precise shapes, though a Craft check may be required to create anything complex, such as artistic shapes or moving parts. Changes imposed on flowstone in this way are permanent until changed through another use of telekinesis.

Due to its moldability, under the influence of *telekinesis* two or more portions of flowstone may be merged into a single object, either repairing broken items or simply creating larger masses to work with. Because it normally acts as stone, flowstone is largely unsuitable for weapons and armor.

Flowstone is normally sold in at least 10 pound lots. Smaller portions are generally priced higher per pound while lots measured in hundreds or thousands of pounds may be discounted. A cubic foot of flowstone weighs 150 pounds, while a 5 ft cube of flowstone weighs nearly 20,000 pounds.

Magic Item Properties

Arcing

Price: +1 Bonus

Aura: faint transmutation; **CL:** 5th, **Weight:** -

This special ability can only be placed on ranged weapons.

You may alter the trajectory of your attack once when making a ranged attack with an *arcing* weapon. Rather than having your attack travel in a straight line, you may have it make a single

turn of up to 90 degrees, and determine the effects of cover from the square in which your attack turns. You may even use this to attack a target that would normally be behind total cover. However, you still determine line of sight from your own square, suffering concealment normally.

Construction Requirements: Craft Magical Arms and Armor, Telekinesis Sphere

Attendant

Price: +1,000 gp

Aura: faint transmutation; **CL:** 5th, **Weight:** -

This enchantment can be applied to any handheld magic item, including weapons, shields, or staves.

An *attendant* item springs to hand when you send for it. As a swift action you can call for an attendant item, and if it is within 50 ft it attempts to leap to your hand. If it is currently held by another creature or trapped or bound in some way it fails to arrive, though it can extricate itself from a backpack or sheathe. You must possess an *attendant* item for at least 24 hours before you can use this function.

Construction Requirements: Craft Wondrous Item, Telekinesis Sphere, Call to Hand



Flinging

Price: +1 Bonus

Aura: faint transmutation; **CL:** 5th, **Weight:** -

This special ability can only be placed on a staff of the telekinesis sphere.

When you use a lifted object as a Bludgeon, it gains your staff's enhancement bonus as an enhancement bonus to attack and damage.

Construction Requirements: Craft Staff, Telekinesis Sphere

Flying

Price: +1 Bonus

Aura: faint transmutation; **CL:** 5th, **Weight:** -

This special ability can only be placed on thrown weapons.

When you make a full attack, you may direct a *flying* weapon to perform as many of those attacks as you desire. A *flying* weapon can focus all of your attacks on a single target, or may move up to its range increment between each attack. At the end of your full attack action it drops in the square it made its last attack in.

Construction Requirements: Craft Magical Arms and Armor, Telekinesis Sphere, Dancing Weapon, Mobile Bludgeon

Sustaining

Price: +2 Bonus

Aura: moderate transmutation; **CL:** 8th, **Weight:** -

This special ability can only be placed on a staff of the telekinesis sphere.

You may delegate a telekinetic effect to a *sustaining* staff. This effect works like the Sustained Force use of *telekinesis*, except that you do not need to spend a spell point, and your staff may only sustain a single effect at a time. If you delegate concentration to your staff while it is already sustaining a telekinetic effect, the previous effect ceases and all lifted objects are released.

Construction Requirements: Craft Staff, Telekinesis Sphere

Specific Magic Items

Constellation Belt

Aura: faint transmutation; **CL:** 5th

Slot: Belt; **Price:** 2,000 gp; **Weight:** 1 lb

When you wear this belt, you store inanimate objects in the air, where they slowly orbit around you until you pick them up again. When you drop an item you are holding you may choose to store it in orbit around you. You may retrieve an object in orbit as a free action. You may only store one object of Small size or smaller in orbit, or a number of smaller objects whose total size category is Small or less.

If you possess the Orbit talent the capacity of your Orbit increases by one small sized object.

Construction Requirements: Craft Ring, Telekinesis Sphere, Orbit

Force Hook

Aura: faint transmutation; **CL:** 4th

Slot: -; **Price:** 1,000 gp; **Weight:** 1 lb

This short metal rod fits well into the hand and is small enough that it is barely longer than a clenched fist. You may activate it as a move action and cause it to telekinetically hook on to a solid, inanimate surface within 200 feet, allowing it to act as if you had a rope securely linked between the rod and that surface. A second move action causes the hook to retract, drawing the rod and its wielder towards the surface at a rate of 50 feet per round. You may also use a free action to disconnect the hook from any surface it is attached to. The hook can support a load of up to Huge size.

Construction Requirements: Craft Rod, Telekinesis Sphere, Tether

Gloves of Unseen Grip

Aura: Moderate transmutation; **CL:** 8th

Slot: Hands; **Price:** 8,000 gp; **Weight:** 1 lb

The wearer of these gloves improves the strength and grip of their *telekinesis*. Add a +2 bonus on their CMB and CMD checks when they use the Telekinetic Maneuver or Steal talents.

Construction Requirements: Craft Ring, Telekinesis Sphere, Forceful Telekinesis, Telekinetic Maneuver

Skimmer

Aura: Moderate transmutation; **CL:** 11th

Slot: -; **Price:** 8,000 gp; **Weight:** 5 lbs

This oval disc is just large enough for a Medium size creature to stand on comfortably, and hovers above the ground when its command word is spoken. While standing on a skimmer you can move at your normal land speed, but may hover up to 5 ft above the ground. You ignore difficult terrain and can also move over liquid surfaces as if they were solid while hovering. In addition, you may make a DC 20 Acrobatics check when you move with a skimmer to improve your move speed by 10 ft. Failure by five or more means you fall off the skimmer and are prone. A skimmer can only support a Medium sized load or smaller - it will not hover when loaded heavier.

Construction Requirements: Craft Ring, Telekinesis Sphere

Taskmind

Aura: Moderate transmutation; **CL:** 11th

Slot: Headband; **Price:** 16,000 gp; **Weight:** -

A *taskmind* can take many different forms, but generally provides a structure seated around the head that amplifies mental powers and allows the wearer to multitask more effectively. A wearer with the Divided Mind talent gains a +4 bonus to caster level when determining the number of items she can lift at once and the combined size she can simultaneously lift (though this does not increase the maximum sized object you can lift: a taskmind might allow you to lift two medium objects, but not one Large object).

Construction Requirements: Craft Ring, Telekinesis Sphere, Divided Mind

Chapter 7

Telekinetics In Depth

To revel in magic's power and give no respect to study of the Art is to kiss a viper.

-A magician's proverb

Clarifications

This section is devoted to elaborating on existing *Spheres of Power* material, clarifying and offering suggestions for specific situations or uses of the Telekinesis Sphere.

Telekinesis

Items lifted by *telekinesis* are considered to be attended or held by the creature lifting them.

If a character attempts to use *telekinesis* on a target that is under the effect of another character's *telekinesis*, he must make a successful CMB check against their CMD to wrest control of the target.

While most things a telekinetic will want to lift are solid, discrete objects, it is possible that you will want to lift a fluid or less cohesive mass, such as a pool of water or a pile of sand. The recommended default is that a telekinetic should be able to lift a mass equal to their standard telekinesis size limit, but under certain circumstances or in different settings a GM might want to impose stricter limits. A GM might choose to rule that some substances are more difficult than normal to manipulate with telekinesis (such as gases or more volatile fluids such as alchemist's fire) and impose an effective size penalty, or say that cannot effectively be lifted with telekinesis at all without the proper skills. In such cases it is recommended that the Telekinetic Tools talent could be used to mimic a sack or bucket to scoop up fluids and fine grains, and the Finesse talent allowed to properly handle volatile chemicals or more tricky materials such as gases.

Bludgeon

The Bludgeon option of *telekinesis* was addressed in errata to read:

“Once per turn when lifting an object with *telekinesis*, you can relinquish its remaining movement (if any) to strike a creature or object within its square. You must succeed at an attack roll using your base attack bonus plus your casting ability against the target. On a successful hit, the target and the bludgeon take damage depending on the bludgeon's size. If the bludgeon is a weapon, the attack deals appropriate damage for that weapon (bolts and arrows are treated as daggers for this purpose). Since weapons are designed to deal damage, they do not suffer damage if used as a bludgeon.”

The damage type of Bludgeon depends on the object being wielded, but generally deals bludgeoning damage. However, a spiked grate might deal bludgeoning and piercing damage, while a shaving razor would deal slashing damage. A Bludgeon always deals a form of weapon damage (bludgeoning, piercing, or slashing), though it might be used to attack someone with an object that deals additional damage of another type (such as wooden object that has been set on fire).

You do not need to be proficient with a weapon to use it effectively as a Bludgeon, and you do not take non-proficiency or improvised weapon penalties to your attack roll with a Bludgeon.

When using an object as a bludgeon, any special properties that would apply to wielding it as a weapon apply to it as a bludgeon. A masterwork or enchanted weapon gains its enhancement bonus, and it uses any relevant special weapon abilities. A chunk of adamantine will overcome adamantine-keyed damage reduction and ignore hardness less than 20, and a lit torch will deal fire damage. The GM has final say on whether or not a property functions when the weapon is used as a bludgeon (example: flaming would cause the bludgeon to deal additional fire damage, but throwing would do nothing, as the weapon is the weapon is not being ‘thrown’ in a traditional sense.)

Hostile Lift

Not only can you telekinetically move an unwilling creature with Hostile Lift, they become unable to move themselves normally while they are subject to it. They can still act in other ways such as wielding a weapon or casting a spell, take no penalties to defending themselves and gain their full set of actions

in a round, but cannot physically move from the position until you are no longer maintaining your hostile lift, or until they succeed on the effect's Will save.

Acceleration

Acceleration can benefit from feats or abilities that would give you a full attack at the end of a Charge (such as pounce), but even in conjunction with Divided Mind and/or Mobile Bludgeon you are still limited to your normal number of attacks each round.

Dancing Weapon

Because dancing weapons are controlled as if you were wielding them, they can threaten the areas around them. However, dancing weapons do not possess the natural reach of a wielder. Instead, a dancing weapon has reach that corresponds to its object size. Tiny and smaller objects only threaten the square they are positioned in, while weapons with the reach gain the normal benefits and drawbacks. Even if you are lifting multiple weapons with Divided Mind, you are limited to your normal amount of attacks of opportunity each round.

Table: Dancing Weapon Reach

Size	Reach
Fine	0 ft
Diminutive	0 ft
Tiny	0 ft
Small	5 ft
Medium	5 ft
Large	5 ft
Huge	10 ft
Gargantuan	15 ft
Colossal	20 ft

You can flank with your own Dancing Weapon.

Divided Mind

When combining sizes to determine how much you can lift with Divided Mind, two objects of the same size category are equivalent to one object of a larger category. For example, two Small objects are equal to one Medium object, and four Medium objects are equal to two Large objects, or one Huge object.

When making multiple bludgeon attacks per round with Divided Mind you must use a different object for each bludgeon attack unless you have the Mobile Bludgeon talent.

When using multiple lifted objects as a single bludgeon, combine their size and determine damage as if they were a single object of that size. If one or more of these objects is a weapon the size category is effectively one size larger when determining damage. You add all weapon damage types together when using multiple objects as a single bludgeon—so a bludgeon composed of blunt objects would only do bludgeoning damage, while if you later added a shortspear to the objects you wielded it would deal bludgeoning and piercing damage.



Quick Reference

Table: Density of Common Materials

Density	Material	Effective size
Superdense	Adamantine, lead, gold, silver	One size larger
Dense	Flesh, iron, mithral, sand, soil, stone, water, wood	Standard size
Light	Charcoal, cork, darkwood, flour, hay, snow	One size smaller
Weightless	Balsa wood, featherglass, feathers, shredded paper	Two sizes smaller

The density table assumes the substance is packed together in a natural manner- if this changes, the density is altered as well. While a hollow sculpture of carefully joined paper sheets is effectively weightless, a bound book of paper sheets is little different in density than the wood it was made from. Similarly, while lightly packed snow is light, a drift from a new, dry snowfall could be weightless, while the snow comprising the terrain of an ancient glacier is dense.

Table: Object Sizes

Size	Minimum CL	Items
Fine	1	Fishing hook, holy symbol, inkpen, key, needle, shuriken
Diminutive	1	Book, dagger, flask, glass bottle, tankard
Tiny	3	Bear trap, bust, candelabra, footstool, frying pan, cask, lantern, manacles, musical instrument, waterskin
Small	5	Backpack, barstool, chair, chest, keg
Medium	8	Barrel, cage, desk, full plate armor
Large	11	Chandelier, chariot, coffin, door, statue, table
Huge	15	Carriage, raft, wagon
Gargantuan	20	Catapult, gazebo
Colossal	25	Ship, windmill

In general, density categories follow the density of water as a baseline. Materials or objects ten times as dense as water are superdense, materials and objects half the density of water are light, while materials and objects a tenth the density of water are weightless.

Note that a weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. For example, a one-handed club sized for a medium creature is an object of tiny size. In general, adjust size category as follows:

Table: Weapon Sizes

Weapon Type	Size Adjustment
Ammunition	Three sizes smaller
Light Weapons	Two sizes smaller
One-Handed Weapons	One size smaller
Two-Handed Weapons	Same size

This is a general guideline to weapon size rather than a hard rule, and exceptions exist (such as daggers which are three sizes smaller, or shurikens which are four). The exact size of a given weapon is ultimately up to the GM.

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